

RONALD PADUA

ART DIRECTOR / CONCEPT ARTIST / DESIGNER / ILLUSTRATOR

San Diego

Ron Padua is a San Diego based Artist. He studied Illustration and Entertainment Design at the Art Center College of Design and began freelancing as a concept designer and storyboard artist for clientele such as The Aspect Ratio, RG/LA, J. Walter Thompson, Blind Visual Propaganda and New Wave Entertainment. He then landed a lead designer position at the Los Angeles based broadcast production company TZLA. Ron worked on network ID's, brands, on-air promos and main titles for companies such as the Sci-fi Channel, Discovery Channel, HBO, ABC, FX channel and Hollywood squares just to name a few. From 2000 to 2011 he worked at Sony Computer Entertainment of America as the Art Director and Lead Concept Artist for Sony's Visual Arts Service group in San Diego developing cinematics for 1st party Playstation Video games and is now currently working as a freelance artist and creative consultant.

Career Objective

To Contribute to the vast growing world of Entertainment Design and to create new concepts and ideas through innovative Design and Art Direction.

Qualifications

15+ years of experience in Video Game Cinematics, Concept Design, Art Direction, Broadcast design, Illustration and Graphic Arts.

Ability to manage and art direct internal and outsource teams to effectively solve problems and to meet tight deadlines and budgets.

Creative and highly-motivated individual.

Clean, tight and fast comps from start to finish.

Strong Illustration and design abilities.

Software: Adobe Creative Suite, Photoshop, Illustrator, After Effects, Final Cut, Maya
Game Engines: Unity, Havok

Education

Illustration / Entertainment Design

Pasadena, Ca

Jun 1994 - May 1996

Art Center College Of Design

Graphic Design

San Diego, Ca

Sep 1992 - Jun 1993

San Diego City College

Fashion Design

San Diego, Ca

Sep 1991 - Sep 1992

Mesa Community College

Fine Art

Visalia, Ca

Sep 1988 - Jun 1990

College of the Sequoias

Experience

Creative Consultant / Owner

San Diego, Ca.
Jun 1998 - Present

Ron Padua Designs

Creative Consultant services for various industries. Art Direction, Graphic Design, Concept Illustration, Video Game artist for Mobile or console, Website design, Wireframes, Logo and Branding.

CTE (Career Technical Educator) Graphic Arts
Teacher

San Diego, CA.
Oct 2015 - Oct 2017

San Diego County of Education

CTE (Career Technical Educator) Graphic Arts Teacher for
Juvenile Court and Community Schools.

Graphic Design Instructor

San Diego, CA.
Aug 2016 - Jan 2017

Jacobs Center

Graphic Design Instructor for Jacobs Center Creative Careers
Program.

Graphic Designer

San Diego, CA
Sep 2016 - Present

Goldfish Consulting

Design Consultant for Nanomedical Diagnostics re-brand
campaign.

Freelance Designer / Consultant

Seattle, Washington
Nov 2012 - Present

Starbuck Coffee Corporation

Freelance Designer / Consultant for visual campaign.

Art Director

San Diego, CA
Jan 2014 - Feb 2014

AnacomMedia

Contract Art Director for HG Motorsports Branding and Website re-design

Art Director / Design Consultant

San Diego, CA
Jan 2014 - Mar 2014

SDI Radiology

Art Director and Design Consultant for website re-design.

Concept Designer

San Diego, CA
Nov 2013 - Jun 2014

Premier Fits / Premium Cut and Sew Headwear

Lead Designer for Comic Con 2014 themed headgear.

Concept Designer

La Jolla, CA
Jul 2013 - Oct 2013

CG Creative

Design look development storyboards for Microsoft EPG Parthner Groups presentation.
Design character illustrations for ACI internal presentation.

Concept Artist / Game Designer

San Diego, CA
Oct 2011 - Apr 2012

South Bird Studios

Concept Artist and Game Designer for Children's Educational Social App NUMBER MONKEYS.

Freelance Concept Artist

Los Angeles, CA
Apr 2012 - May 2012

The Shadow Gang

Creation of green screen background plates for on-line video game.

Logo Designer

Arteisa Day Spa and Salon

Logo re-design.

San Diego, CA
Nov 2012 - Dec 2012

Logo Designer

Fabric

Logo Design for Scientific Social App.

Los Angeles, CA
May 2012 - Jun 2012

Art Director / Design Consultant

Eddie Aikau Restaurant and Surf Museum

Art Director / Design Consultant for Eddie Aikau Restaurant and Surf Museum.

Waikoloa, Big Island, Hawaii
Jun 2011 - Jul 2011

Cinematic Art Director / Lead concept Artist

San Diego, CA
Apr 2000 - Apr 2011

Sony Computer Entertainment America

Art Directing and creating Concept Art for 1st party Playstation
Video Game Cinematics.

Credited Playstation software titles for PS1,PS2, PS3, PSP
Franchises and sequels:

Killzone Liberation
God of war
Socom
Resistance
Playstation Move Heros
Jax and Dexter
Ratchet and Clank
Twisted Metal
Uncharted Motion Comics
Motorstorm Apocalypse Motion comics
MLB The Show
NBA Shootout
NFL Gameday
NCAA Gamebreaker
Downhill Domination
ATV fury
Coolboarders
The Mark of Kri
Lair
Rise to Honor

Broadcast Designer / Storyboard Artist

Los Angeles, CA
Jun 1999 - Apr 2000

Freelance Broadcast Designer and Storyboard Artist

Broadcast Designer and Storyboard Artist

Client List:

Blind Visual Propaganda
New Wave Entertainment
False Flag Productions
Romane Cameron Design
Rysher Entertainment
Boyd Communications
J. Walter Thompson
K2 Communication
Koch/Herbruck Productions
Alcone Marketing Group
Cente Service Corp

Broadcast Designer / Motion Graphic Artist

Los Angeles, CA
May 1996 - Jun 1999

Telezign Los Angeles

Broadcast Designer / Motion Graphic Artist

Client List:

CBS
L Squared
RG/LA
Kingworld
Standing O
Sci-Fi Channel
Picture This
HBO OLE
Aspect Ratio
Samsung
